

## HOLLADAY CITY COUNCIL SUMMARY REPORT

**AGENDA ITEM: Mobile Food Businesses** 

**SUBJECT: Text Amendment** 

**SUBMITTED BY: Planning Commission** 

## **SUMMARY:**

The attached draft of a new supplemental regulation is designed to allow mobile food businesses in the City of Holladay. The regulations for these types of operations include regulations for the trucks/trailers and a second section with standards for a "Mobile Food Court" where several of these kinds of trucks/trailers can operate. These sections include the following:

- Specific to trucks and trailers, no vending carts allowed.
- Only be allowed on private property where the truck/trailer does not take up any required stalls or at a "Mobile Food Court" approved by the PC as a Conditional use.
- Only allowed by specific permit or business license issued by the City.
- Not allowed to park on the street but can be allowed on other public property, such as the city's parks and at City Hall, with a lease agreement.
- Trucks/trailers cannot be parked on-site for more than 16 hours in every 24 hours and must be removed when not in operation.
- Must be parked on a hard surface, not grass.
- Must be kept in good condition, no peeling paint or rust.
- Must provide for garbage removal and site clean-up.
- If located within 50 feet of a home, the truck/trailer must cease all operations and leave by 10:00 pm.
- Only signs attached to the truck/trailer are allowed.
- Trucks/trailers must be licensed by the health department, Utah state vehicle licensing and must provide the City with proof of insurance.
- Primarily for the sale of food and beverages and other promotional items, no alcohol allowed.

Accompanying the zoning regulations is a draft of the business licensing regulations and a suggested fee schedule.

## **CONTACT PERSON: Paul Allred or Pat Hanson**

## **EXHIBITS:**

- Text- Section 13.76.770 & 13.76.775- Supplementary Regulations
- Text- Section 05.91- Business Licensing- Mobile Food Businesses
- Text- Table 3.35.110.1- Business License Fee Table